

# BOMBERMAN

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All-new story mode with  
100 levels and a new Item  
Stock system

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Game Sharing allows up to 4  
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PlayStation Portable

KONAMI

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# RENGOKU II

## The Stairway to H.E.A.V.E.N.



KONAMI



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (iPlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.com.jp/psp-license/pspnet.txt>

What awaits beyond the endless violence?

Salvation? Despair?

Or something more?

A.D.A.M.—Autonomous Duelling Armed Machine—was designed to be the ultimate weapon. Programmed with super-advanced A.I., outfitted with an impressively versatile weapon exchange system, and coated with a unique self-regenerating coating known as Elixir Skin, A.D.A.M. was a technological breakthrough with astonishing destructive capabilities.

Ironically, the A.D.A.M. units proved to be almost too effective in the role given to them. The wars for which these machines had been built quickly came to an end, and having no further use for the A.D.A.M. units, humans sealed them away in giant Rengoku Towers. In these private hells, they were to continue their fight...against each other.

Countless years have passed. And now, in one such Tower, a single A.D.A.M. unit is on the verge of awakening to his past...

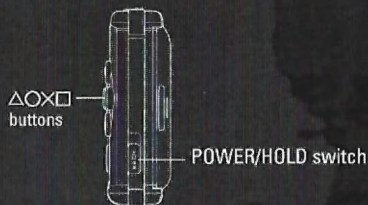
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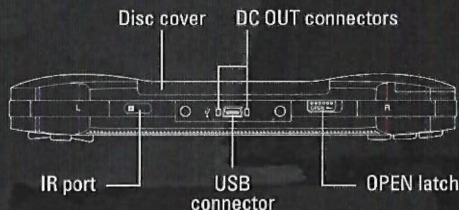


# GETTING STARTED

## Right side view



## Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Rengoku 2** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

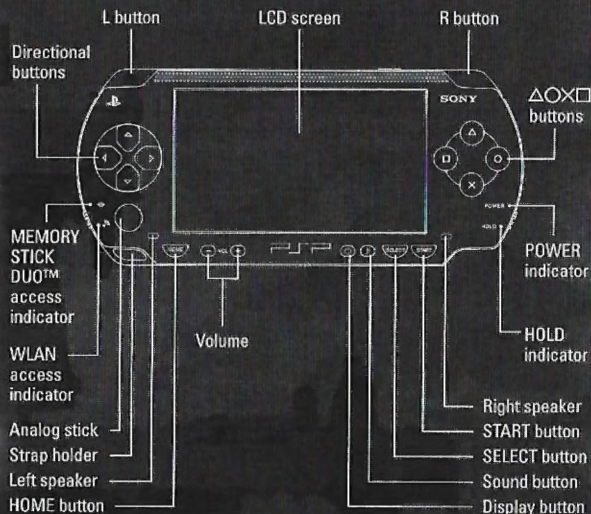
## MEMORY STICK DUO

**Warning!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# STARTING UP

## PSP™ (PlayStation®Portable) system configuration



On all menus, such as the title screen or on the terminal screen, use the up and down buttons to highlight a command, and press the × button to confirm your choice. Press the ○ button to cancel a command or close a command screen.

Insert the **Rengoku 2** UMD™ into the PSP® system and press the POWER/HOLD switch. The game will load and the title screen will appear.

## THE TITLE SCREEN

Select "New Game" when playing for the first time. You can choose from one of four modes of play:



## NEW GAME & CONTINUE GAME

Aim for the top of the tower in this single-player mode. Take weapons from your defeated foes and become the ultimate fighter! -> p. 07

## PANCRATIUM MODE

Use the WLAN function (ad hoc mode) to fight head-to-head against other players. Game sharing is also possible. -> p. 14

## OFFICIAL SITE MODE

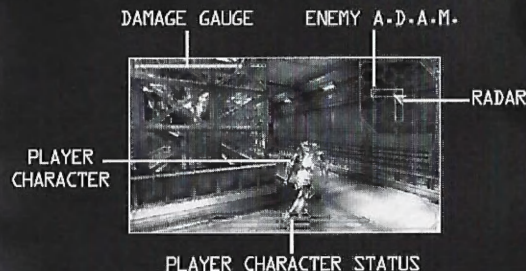
Use the WLAN function (infrastructure mode) to connect to the Rengoku 2 Official Site. -> p. 15

## GALLERY MODE

View game story events and extra story scenes and listen to game music. -> p. 16

# THE GAME SCREEN

This section explains how to view the in-game screen. Your damage gauge and remaining ammo displays are especially important.



# THE GAME SCREEN

## DAMAGE GAUGE

Indicates the damage you have sustained. If this gauge falls to zero, you will be returned to the bottom floor of the tower. Damage will automatically recover gradually.

## ENEMY A.D.A.M.

Defeat enemies to obtain items and open locked doors.

## RADAR

The yellow triangle is you and the red triangles are enemies.

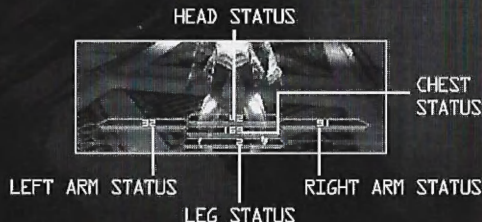
## PLAYER CHARACTER

Lead your character to the top of the tower. Your character's appearance will differ depending on the weapons you have equipped. You can also alter its coloring.

## PLAYER CHARACTER STATUS

This displays the status of each of your equipped weapons. The numbers are the remaining number of uses. When these fall to 0, the weapon will be temporarily removed and the next weapon (or nothing if there is no next weapon) will be equipped.

The gauge below the number is the heat gauge for that body part. Continued usage of that weapon will make this gauge rise. If the gauge gets too high, the weapon will overheat and become temporarily unusable.



If the gauge turns red, the corresponding part will overheat.



# CONTROLS

<b>L</b> Button	Lock-On	Lock on to a nearby enemy. If numerous enemies are nearby, you can cycle the lock-on between them with each press of the button. Hold down the <b>R</b> button and press the <b>L</b> button to disengage lock-on.
<b>R</b> button	Turn / Strafe	Press to rotate your character 180 degrees. Hold down and press the directional buttons/analog stick to strafe.
<b>R</b> button pressed	Strafe left and right with the <b>R</b> button held down.	
<b>A</b> , <b>X</b> , <b>B</b> , <b>Y</b>	Attack	Attack with equipped weapons. If you have no weapon equipped, you will attack bare-handed.



Method of attack differs depending on equipped weapon.

Ⓨ button	Use right arm weapon. Also used to cancel commands.
✕ button	Use chest weapon. Also used to confirm commands and open doors.
△ button	Use head weapon.
Ⓑ button	Use left arm weapon.
Directional Buttons / analog Stick	<div>Move</div> <div>Move the player character around. The type of movement differs depending on whether or not you are locked on to an enemy. Pressing twice in the same direction performs a dash/emergency evasion.</div> <div>Press twice quickly in the same direction to evade attacks.</div>

Normal	During normal movement, the left/right buttons rotate your character on the spot, while the up/down buttons move forward and backward.	
Locked On	When locked on, the left/right buttons can be used to circle around the target.	
Memory Stick Duo™ Slot	Slot for inserting a Memory Stick Duo™ or Memory Stick PRO Duo™.	
WLAN Switch	Used in Pancratium Mode (p. 14).	
START Button	Open Status Menu	Displays the Status Menu. Here you can check your current status, weapons, and the map and items you are carrying. Press the <b>Y</b> button to close the menu. -> p. 10
SELECT Button	Open Slot Change Menu	Displays the Slot Change Menu. Here you can exchange your weapons for previously selected alternatives. Press the <b>X</b> button to close this screen. -> p. 11

## SCENARIO MODE

This is the single-player main mode, in which you must work your way up to the top floor of the Purgatory tower. But what awaits you there—salvation or despair?

### THE ENDLESS BATTLE IN PURGATORY

On the title screen, select New Game or Load Data and then Continue Game to play this mode.

#### NEW GAME START A NEW GAME

Begin from the start of the game. First enter a name for your character. Use the directional buttons to highlight letters and the **X** button to enter them. Select "OK" to start the game.



#### CONTINUE GAME CONTINUE A PREVIOUS GAME

Play the continuation of a previously saved game. The game you will continue is the game stored in the data loaded after selecting Load Data on the title screen.



# SCENARIO MODE

## GAME SAVES

A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 448 KB of free space is required to save a game.

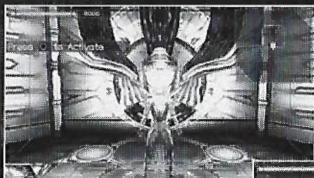
The game can be saved on the terminal screen.



## TERMINALS

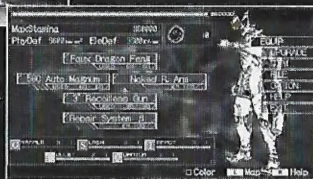
A terminal is located at the starting point of each floor. Press the **X** button in front of the terminal to power yourself up using collected weapons or Elixir Skin or to save the game. Once you activate the terminal, a menu will be displayed, so use the directional buttons to highlight a command and press the **X** button to confirm your choice.

Using a terminal will also automatically repair all damage and refill the energy of your weapons. Take advantage of this feature if your weapons are low on energy.



▶ A terminal.  
Press the **X** button  
in front to use it.

Select from one of  
seven commands. ▶



## EQUIP CHANGE WEAPONS

Change your character's weapons. First select the body part that you want to equip. A list of all weapons that can be equipped there will then be displayed. Select the weapon that you want from the list. If you have increased the number of slots, it is possible to equip multiple weapons to a single body part and then switch between weapons using a Slot Change -> p. 11.

## EQUIPPABLE BODY PARTS AND SLOT NUMBERS

Some weapons require more than one slot to equip. For instance, an arm weapon that requires two slots can only be equipped to a left or right arm that has been powered up to two slots or more.

## UPGRADE IMPROVE PARAMETERS

Use Elixir Skin to boost basic parameters.

Increasing resistance and physical & quantum defense will make it harder for you to be defeated. Increasing the number of slots for each body part will allow more weapons to be equipped there. Heat resistance means weapons will take longer to overheat.

Don't hold back! Use Elixir Skin to power up!

## ITEM MANAGE AND BREAK DOWN ITEMS

View a list of all weapons that you own. Press the **L** button to arrange the list by weapon type and press the **R** button to view details on each weapon. You can also press the **A** button to break the selected weapon into Elixir Skin. That weapon will then be lost.

Press the **R** button to view details on each weapon.

## FILE SAVE AND DELETE SAVES

Save the game to a Memory Stick Duo™ or Memory Stick PRO Duo™. Select Save and then the location you wish to save. You can save in up to five different locations, so long as free space allows. You can also delete saved data by selecting Delete Save.

Select a location to save the game.

## OPTION CHANGE VOLUME AND END THE GAME

Change music and sound effects volume. Use the up/down buttons to highlight the item you want to change and use the left/right buttons to actually change the volume level. Select Return to Title to end the game and return to the title screen. Any unsaved data will be lost.

## HELP A SIMPLE OPERATIONS MANUAL

View a simple operations manual. Use the left/right buttons to move through the pages and the up/down buttons to select a category. Press the **X** button to read the selected category. Press the **Y** button to exit the operations manual.



# SCENARIO MODE

## EXIT RETURN TO THE GAME

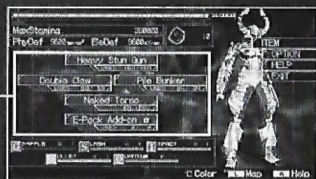
Close the terminal screen and return to the game.

## STATUS MENU

Press the **START** button during the game to open the Status Menu. Press the **L** button on the Status Menu to switch between your status screen and a map showing the area you have covered so far. Press the **○** button to exit the Status Menu.

The following commands can also be performed from this menu.

### STATUS DISPLAY



## ITEM

View a list of items. You cannot break them down from the Status Menu.

## OPTION

Change music and sound effects volume.

## HELP

View the simple operations manual.

## EXIT

Exit the Status Menu.

## STATUS DISPLAY

Check your status, which weapons you have equipped, and your proficiency with each weapon. Move the analog stick to rotate the main character model at any time. Press the **○** button to change the color of the main character.

The character's appearance changes as you power up.

## MAP DISPLAY

Displays a map of all the ground you have covered on the current floor. You can move the map around with the analog stick.

The room outlined in green on the map is the starting point, and thus the location of the terminal. The room outlined in red is the Ranker Room. Blue squares indicate doors into rooms you have previously entered, and red squares indicate doors into rooms you have not yet entered. One-way doors are indicated by a triangle.

Use the map to quickly find rooms that you haven't entered yet. A blue square indicates a door you have already passed through. A red square indicates a door you have not yet passed through.

## SLOT CHANGE

Press the **SELECT** button during the game to display the Slot Change screen. You can change between weapons on this screen only if you have previously increased the number of slots of one or more body parts and have multiple weapons equipped there.

## EXCHANGING WEAPONS

The currently equipped weapon for each part is displayed large on the Slot Change screen. Highlight the body part you wish to change with the directional buttons and then press the **×** button. Each press of the button will cycle to the next weapon available for that body part. Press the **○** button to close the Slot Change screen.

## EQUIPMENT

There are three broad categories of equipment: weapons that can be equipped to each arm and the head or the chest, protective parts that can be equipped to the arms or chest, and support parts which can be equipped to the legs. Weapons are further divided into five attacking types, and continually using the same type of weapon will lead to additional proficiency with that type.

## THE WEAPON RADAR CHART

The radar chart displayed when a weapon is selected gives you an idea of the overall parameters and ease of use of that weapon. If you want to view specific attack power and other details, press the **R** button to view help data.



# SCENARIO MODE

## CLOSE COMBAT, SWORDS, GUNS

- Power:** A composite representation of physical, quantum, and thermal damage. The higher this number, the better!
- Ammo:** Available ammo/energy for the weapon.
- Hit:** A composite representation of area of attack and ease of avoidance.
- Use:** A composite representation of number of slots used, recoil, and any other special features.
- Rarity:** How difficult this item is to obtain. The higher this number is, the less likely enemies are to drop it.

## SHIELDS, ARMOR

- Defense:** A composite representation of physical and quantum defense. The higher this number, the better.
- Consumption:** The rate of energy used. Only applies to some equipment.
- Resistance:** A composite representation of defense against heat, being stunned, and other special attacks.
- Special:** A composite representation of special features, such as jammers, optical camouflage, and boosters.
- Rarity:** How difficult the item is to obtain. The higher this number is, the less likely enemies are to drop it.

## LEGS

- Mobility:** A composite representation of maneuverability and cooling abilities. The higher this number is, the better.
- Output:** A composite representation of the number of times functions can be used and energy consumption.
- Resistance:** A composite representation of defense against heat, being stunned, and other special attacks.
- Special:** A composite representation of special features, such as repair kits, jammers, and extra energy.
- Rarity:** How difficult this weapon is to obtain. The higher this number is, the less likely enemies are to drop it.

## EQUIPMENT HELP DATA

Press the **R** button to view more detailed information on the currently selected weapon. You can check actual physical and quantum damage values from here. Heat, which increases as a weapon is used, is also very important.

## ADDITIONAL WEAPON EFFECTS (PROPERTIES)

Some weapons have additional effects and properties, such as a physical stun attack or a knockback attack. An attack made with a weapon having the "charge attack" property can be changed up by holding down the button. The longer the button is held down, the more powerful the attack will be. The yellow text displays the properties for that weapon.

## EQUIPMENT UPGRADE

A weapon will be gradually upgraded if you use it continuously, improving its performance. The following three areas can be improved. After defeating an enemy with that weapon, one of these areas may be randomly upgraded.

- En:** Energy. Increases the number of times you can use that weapon.
- He:** Heat. Reduces the heat produced by using that weapon.
- Pr:** Property. Properties attached to the weapon will be more likely to take effect.

## PROFICIENCY

There are 5 types of weapons: grapple, slash, impact, bullet, and quantum. Consistently using the same type will increase your proficiency with it, raising the damage it causes. You can view your proficiency with each type of weapon from the status screen.



# PANCRATIUM MODE

In this mode, up to 4 players can enjoy head-to-head combat using the wireless LAN function (ad hoc mode).

## FIGHTING AN OPPONENT SHARING THE GAME

Load data from the title screen and then select Pancratium Mode. The WLAN switch on your PSP® (PlayStation®Portable) system must be turned ON prior to playing in this mode.

## GAME SHARING

### HOW TO SHARE

Start this mode and the game will first search for players who can participate before proceeding to the lobby screen.

This mode supports game sharing, allowing you to send this game to other players' PSP® (PlayStation®Portable) systems. If you wish to do this, highlight Game Sharing using the directional buttons and press the  $\times$  button. Any players nearby who can receive the game will do so automatically.

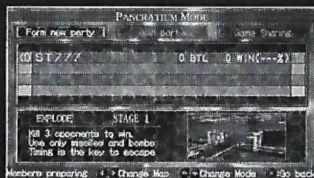
Players who receive the game in this way can enjoy ad hoc head-to-head battles in exactly the same way as players with a copy of the game. However, they cannot organize a new party. You can send to up to 4 PSP® (PlayStation®Portable) systems at once. The game will remain downloaded until you press the HOME button or turn off the power. Press the  $\odot$  button to exit.

## CREATE A PARTY

### UP TO 4 PLAYERS CAN PARTICIPATE

Only players in possession of the Rengoku 2 UMD™ can create parties. Up to 4 players can join a party and then fight it out. Once all the participants have joined the party, press the  $\times$  button and the game will start. Before doing so, use the up/down buttons to change the battle mode and the left/right buttons to change the battle stage.

Press the  $\times$  button once all players have joined. Of course, you can play with fewer than 4 players as well.



## SOME BATTLE MODES

- Normal:** A variety of weapons and equipment will appear randomly across the battle stage.
- Insane:** Only high-powered, super-strong weapons will appear.
- Grapple:** Only short-range, close-quarters weapons will appear, limiting the battle to close-quarters combat.

## JOIN PARTY ENTER A PARTY

Join a party that has been created by another player. After joining, press the  $\times$  button and wait for the creator of the party to start the game.

## PANCRATIUM RULES

The first player to score three kills is the winner in Pancratium Mode. Weapons and equipment litter the stages and can be equipped as soon as picked up, without the need for a terminal. However, you cannot remove an equipped weapon until its energy runs out. The first player to take out three enemies is the winner.

# OFFICIAL SITE MODE

This mode allows you to enjoy a variety of content via the wireless LAN function (infrastructure mode).

## PRIOR TO USE

In order to use this mode, you must connect to the internet via the PSP® (PlayStation®Portable) system's wireless LAN function (infrastructure mode). For more information on the PSP® (PlayStation®Portable) system's infrastructure mode, see the PSP® (PlayStation®Portable) User's Manual.

## PSP® SYSTEM SOFTWARE VERSION

It may be necessary to update your PSP® system's software version prior to connecting to a broadband network using the wireless LAN (infrastructure mode).

\*Note: If you experience any difficulty accessing Official Site Mode, please visit <http://www.konami.com/gs/support.php> for further information.



# OFFICIAL SITE MODE

## RENGOKU 2 OFFICIAL SITE

After turning the PSP® (PlayStation®Portable) system's WLAN switch ON, load data from the title screen and select Official Site Mode. A browser will automatically be opened and access the Rengoku 2 Official Site.

At the Rengoku 2 Official Site, you can view information on various aspects of the game and download equipment data. In order to download this content, a Memory Stick Duo™ or Memory Stick PRO Duo™ with the requisite amount of free space is required. The exact amount of free space required will be shown on the Rengoku 2 Official Site.

This online content service at the Rengoku 2 Official Site will be provided for a limited time only. Be aware that this service may be terminated without prior notice.

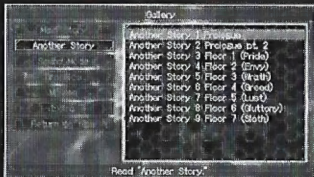
# GALLERY MODE

This mode allows you to view game story events and extra story scenes and listen to game music.

## VIEW ILLUSTRATIONS AND EXTRA STORY

After loading data from the title screen, select Gallery to enter this mode. Here you can watch story events that you have already seen in Scenario mode, as well as extra story scenes detailing the past of the player character and other characters.

Use the directional buttons to highlight content you wish to view and press the **X** button. Press the **○** button to exit this mode.



## INTRODUCING JUN SUEMI

The artist responsible for Rengoku 2's character design and the depictions of this unique world is Jun Suemi. In order to create a deeper, more realized world, Mr. Suemi joined us again as Illustrator on this project, continuing from his previous work on "Rengoku: The Tower of Purgatory."

## WARRANTY

Konami Digital Entertainment, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

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Redwood City, CA 94065

## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

## Become a KONAMI INSIDER

Register now to become a "Konami Insider" at [www.konami.com/gs/](http://www.konami.com/gs/) to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!